



GAME DESIGN ACTIVITY

# DESIGN OF A NEW LEVEL

(MAP CREATION)

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 @SEGA

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\* THIS IS A NON-OFFICIAL GAME DESIGN ACTIVITY MADE BY AN OUTSIDER.  
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# INTRODUCTION

## WHAT IS BINARY DOMAIN?

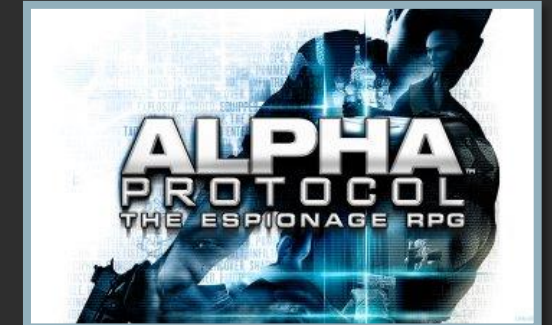
### 1. TYPE OF VIDEO GAME

- ▶ THIRD PERSON SHOOTER.
- ▶ SCI-FI STORY.
- ▶ CAMPAIGN (ONE PLAYER GAME).



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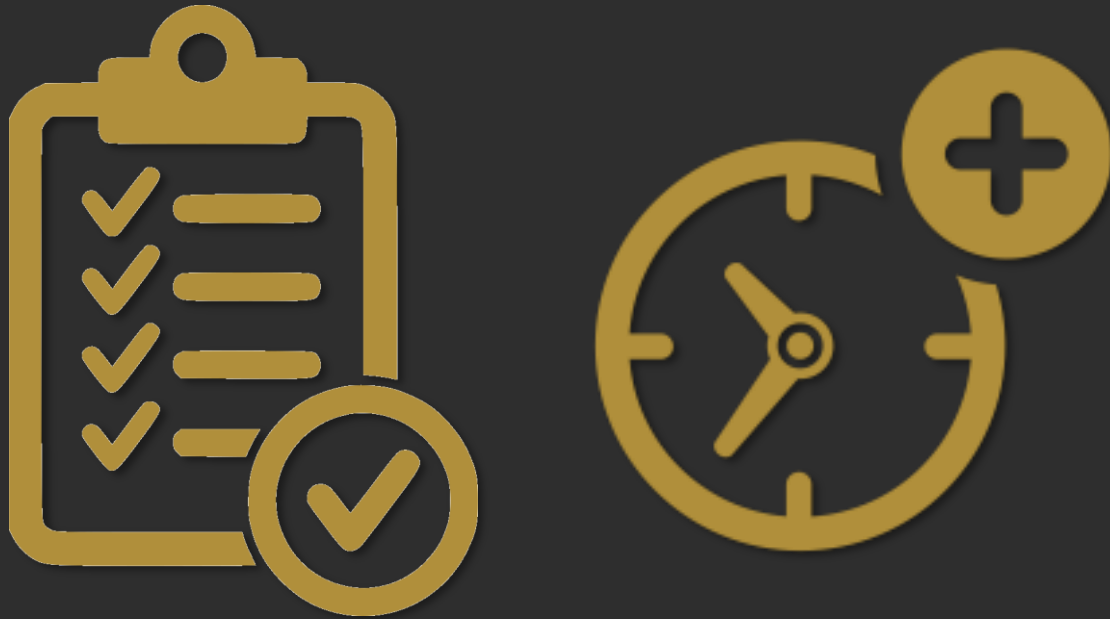
### 2. REFERENCES



# INTRODUCTION

## NEW LEVEL PURPOSE

EXTEND GAME'S CONTENT AND DURATION



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▶ NEW ENEMY COMBINATIONS.



▶ OPEN AND CLOSED COMBAT.

▶ MORE STORES (UPGRADES & CONSUMABLES).



▶ USE OF HEAVY WEAPONS.



# LEVEL DESIGN

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## STORY SITUATION (CHAPTER)

### CHAPTER 2-1



GRAND LANCER COMBAT



BAR SCENE

### MIDDLE CHAPTER



### CHAPTER 2-2



SHIBUYA'S UNDERGROUND  
MALL SEARCH

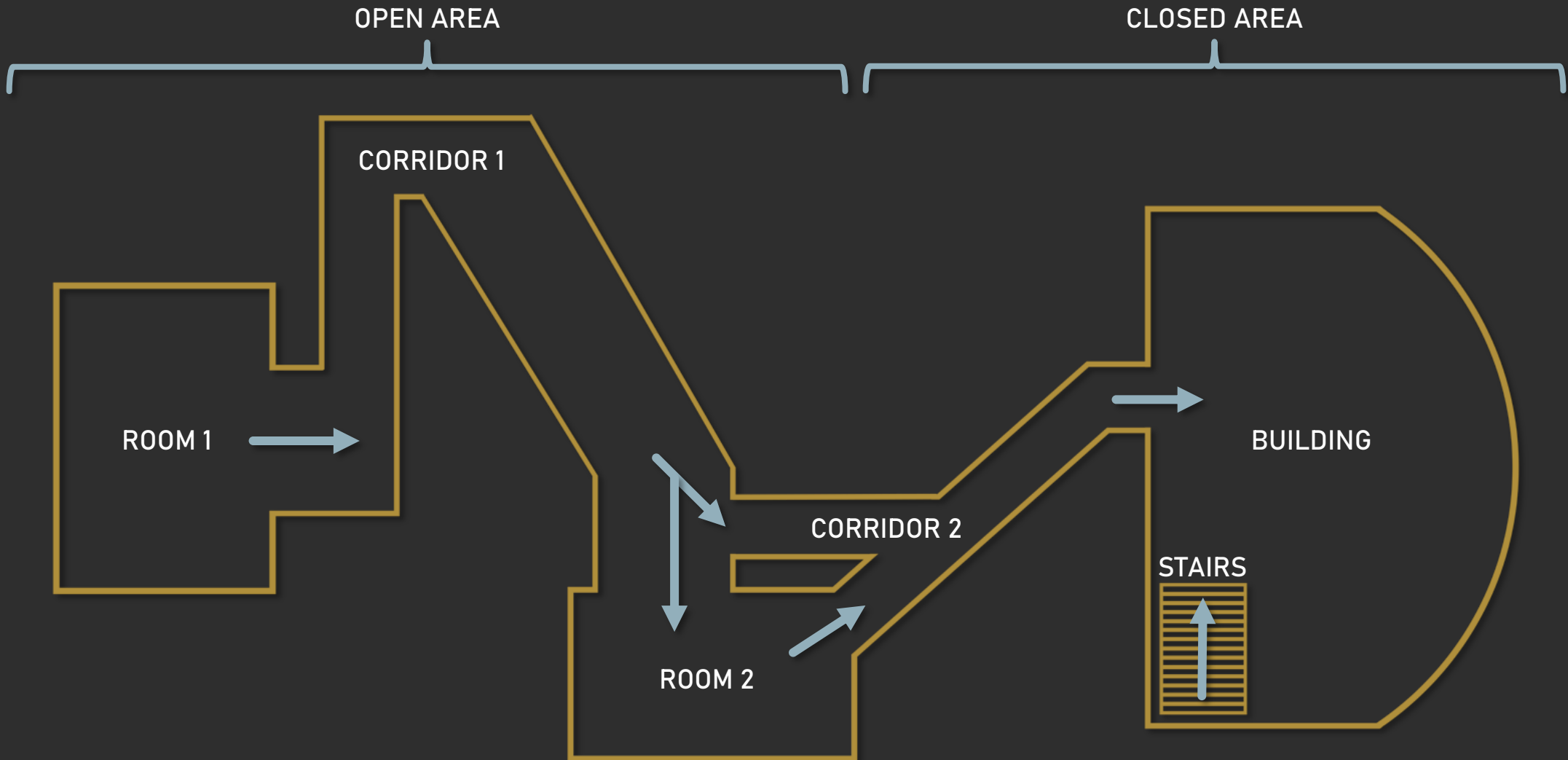


SPIDER COMBAT

# LEVEL DESIGN

## SCENARIO MAP OVERVIEW

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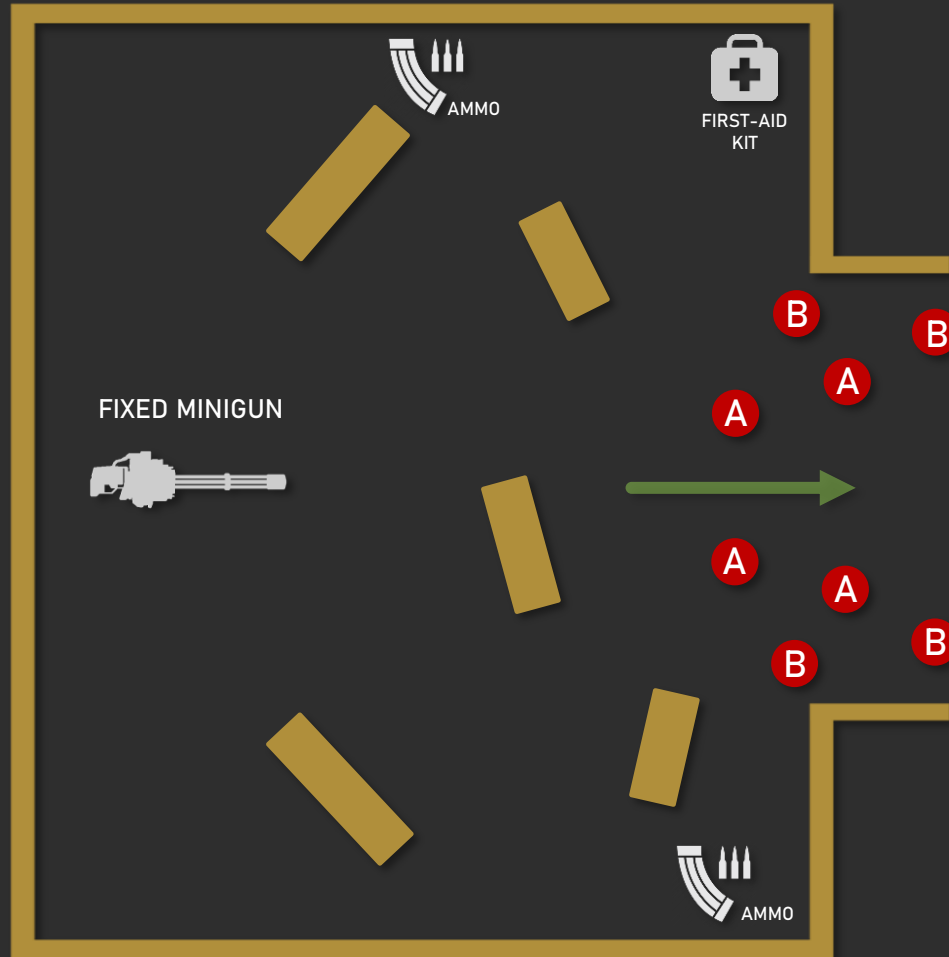




# LEVEL DESIGN

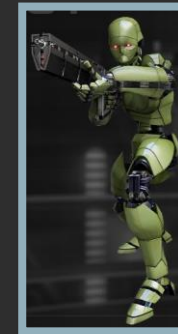
## SCENARIO MAP – ROOM 1

- WALLS
- ENEMIES
- ITEMS
- PATH



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- ▶ OPEN AREA.
- ▶ USE OF HEAVY MACHINE GUN (OPTIONAL).
- ▶ AMMO AVAILABLE.
- ▶ FIRST-AID KIT AVAILABLE.
- ▶ ENEMIES SPAWNING:



ASSAULT SHOOTER (A)

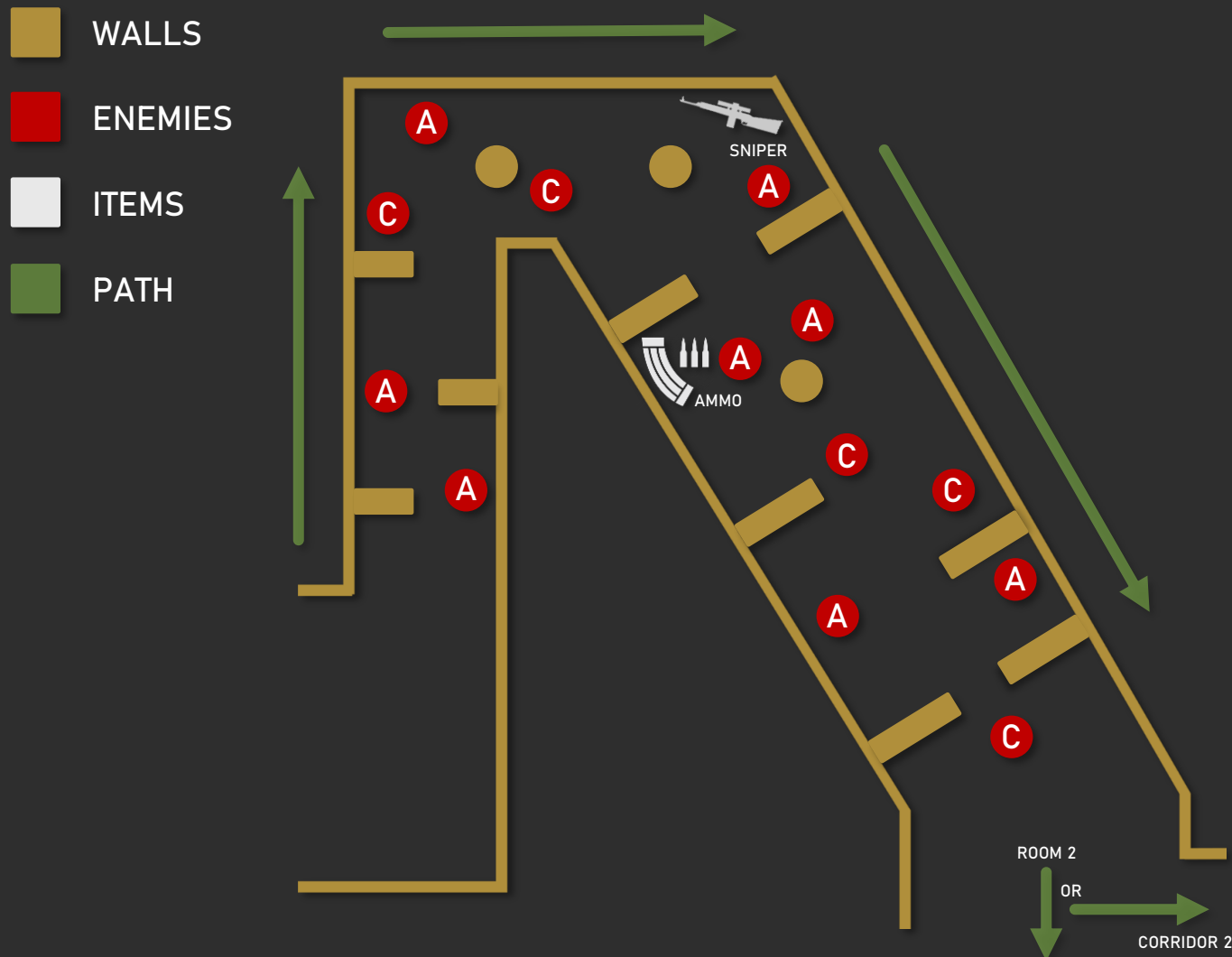


CREEPER (B)

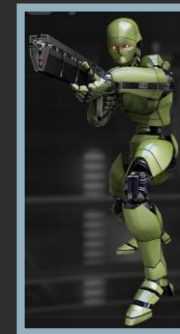
# LEVEL DESIGN

## SCENARIO MAP – CORRIDOR 1

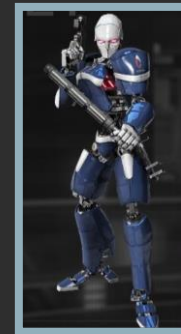
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- ▶ OPEN AREA.
- ▶ AMMO AVAILABLE.
- ▶ SECONDARY WEAPON AVAILABLE (SNIPER).
- ▶ ENEMIES SPAWNING:



ASSAULT SHOOTER (A)



JARHEAD (C)

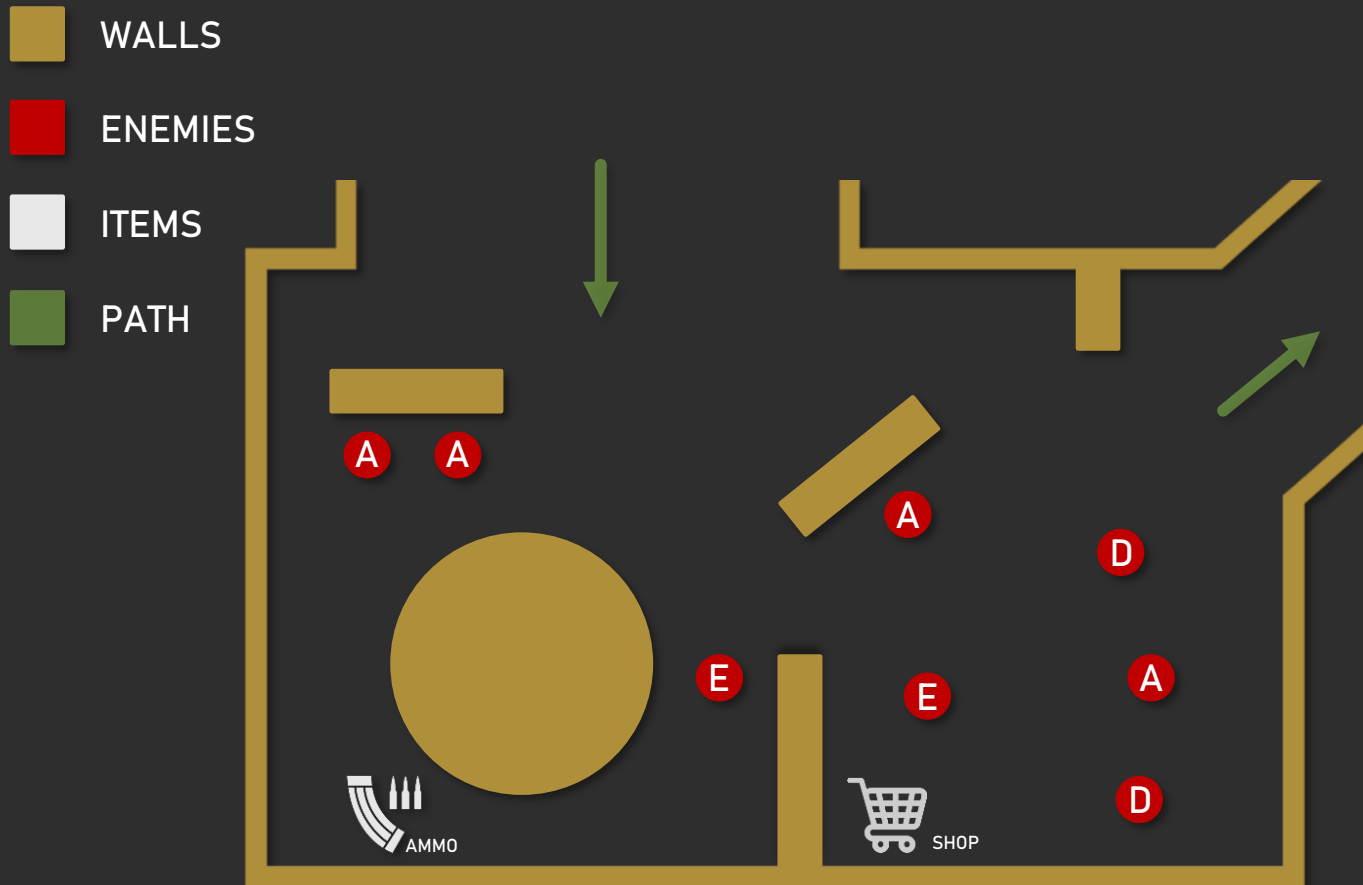
- ▶ BRANCHED PATH.



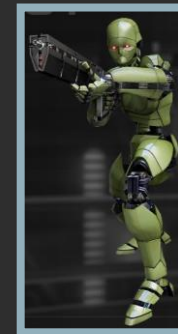
# LEVEL DESIGN

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## SCENARIO MAP – ROOM 2 (CLIMAX)



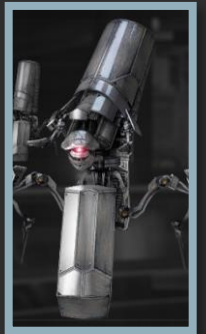
- ▶ OPEN AREA.
- ▶ AMMO AVAILABLE.
- ▶ SHOP AVAILABLE.
- ▶ ENEMIES SPAWNING:



ASSAULT SHOOTER (A)



RAPID SHOOTER (D)



TUBE GUNNER (E)

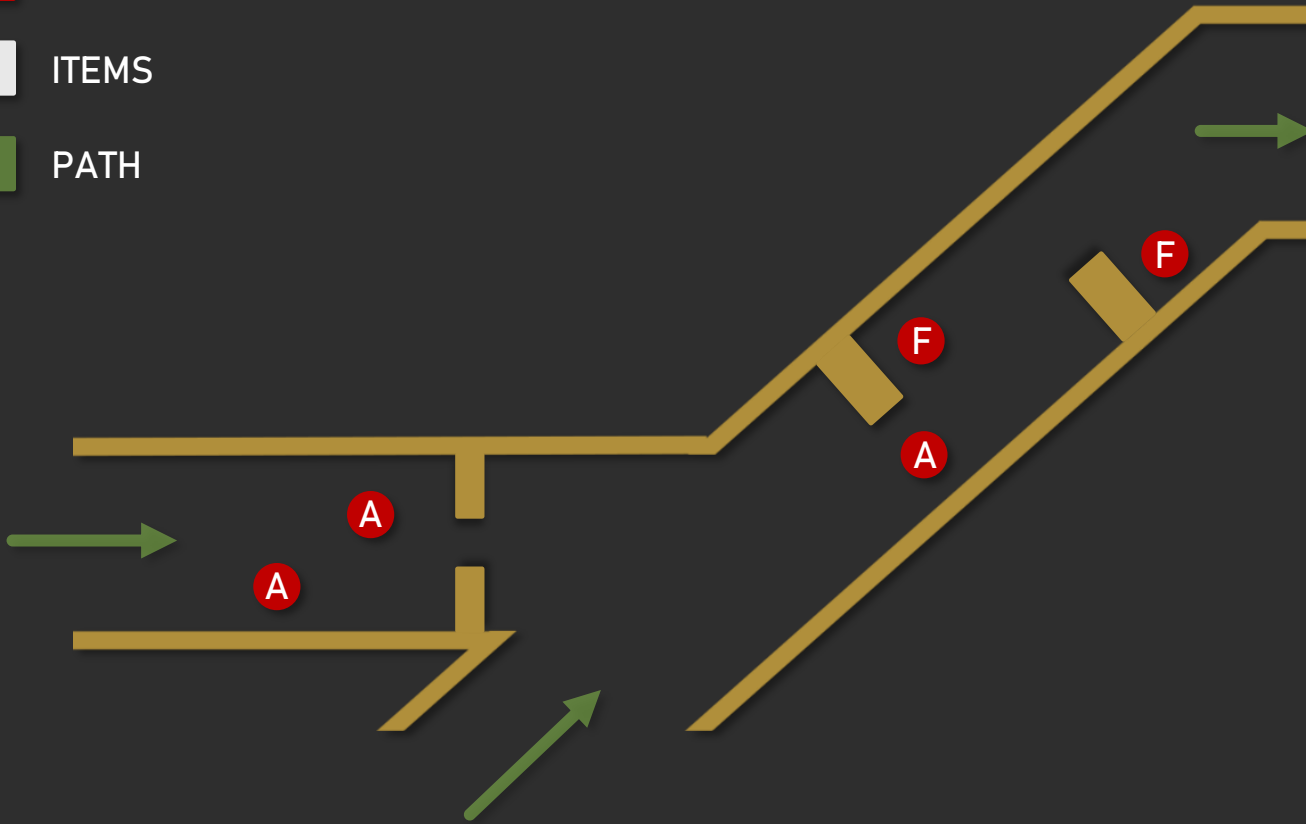
- ▶ BACK TO CORRIDOR 2.

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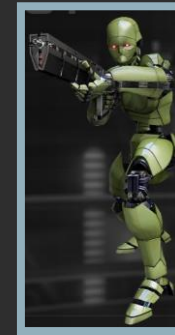
## SCENARIO MAP – CORRIDOR 2 (CLIMAX)

- WALLS
- ENEMIES
- ITEMS
- PATH

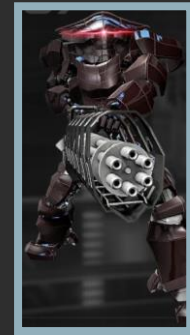


▶ CLOSED AREA.

▶ ENEMIES SPAWNING:



ASSAULT SHOOTER (A)

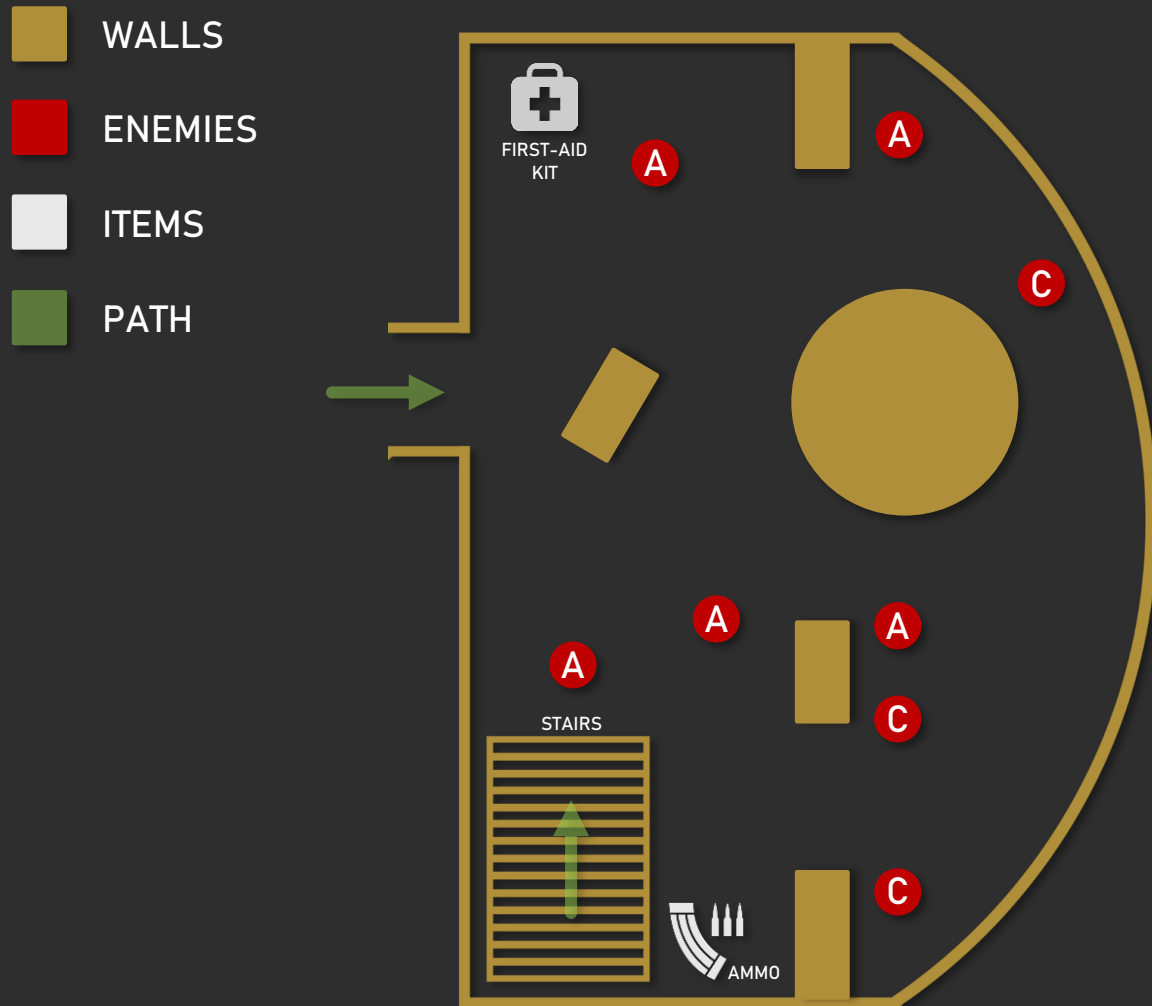


HERCULES (F)

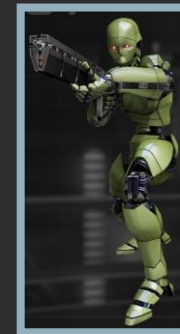
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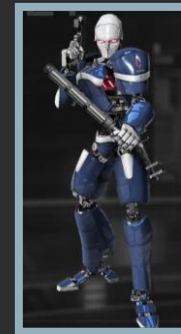
## SCENARIO MAP – BUILDING (PART 1)



- ▶ CLOSED AREA.
- ▶ AMMO AVAILABLE.
- ▶ FIRST-AID KIT AVAILABLE.
- ▶ ENEMIES SPAWNING:



ASSAULT SHOOTER (A)

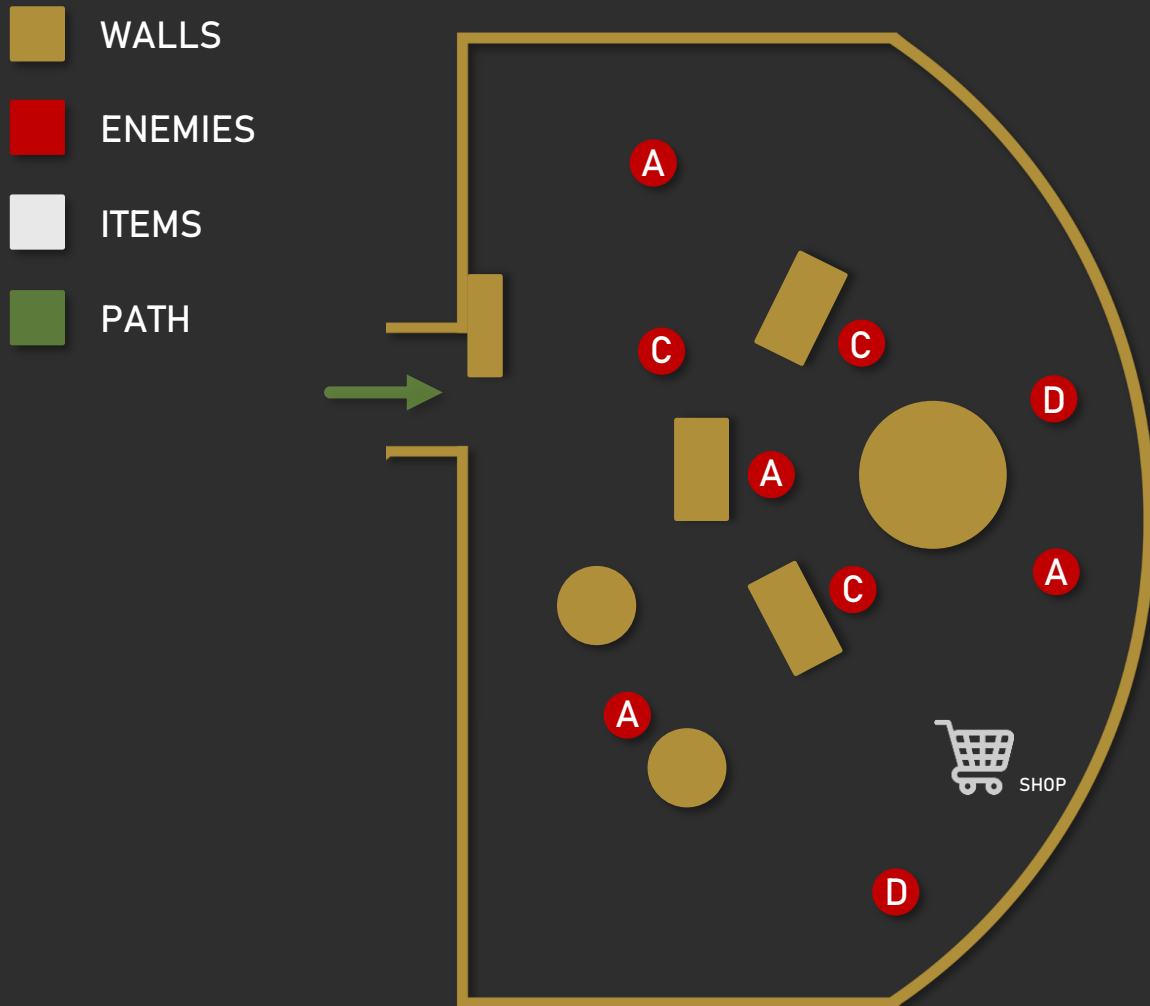


JARHEAD (C)

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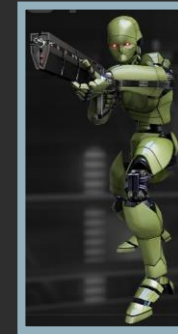
## SCENARIO MAP – BUILDING (PART 2)



▶ CLOSED AREA.

▶ SHOP AVAILABLE.

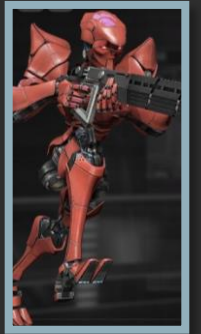
▶ ENEMIES SPAWNING:



ASSAULT SHOOTER (A)



JARHEAD (C)



RAPID SHOOTER (D)

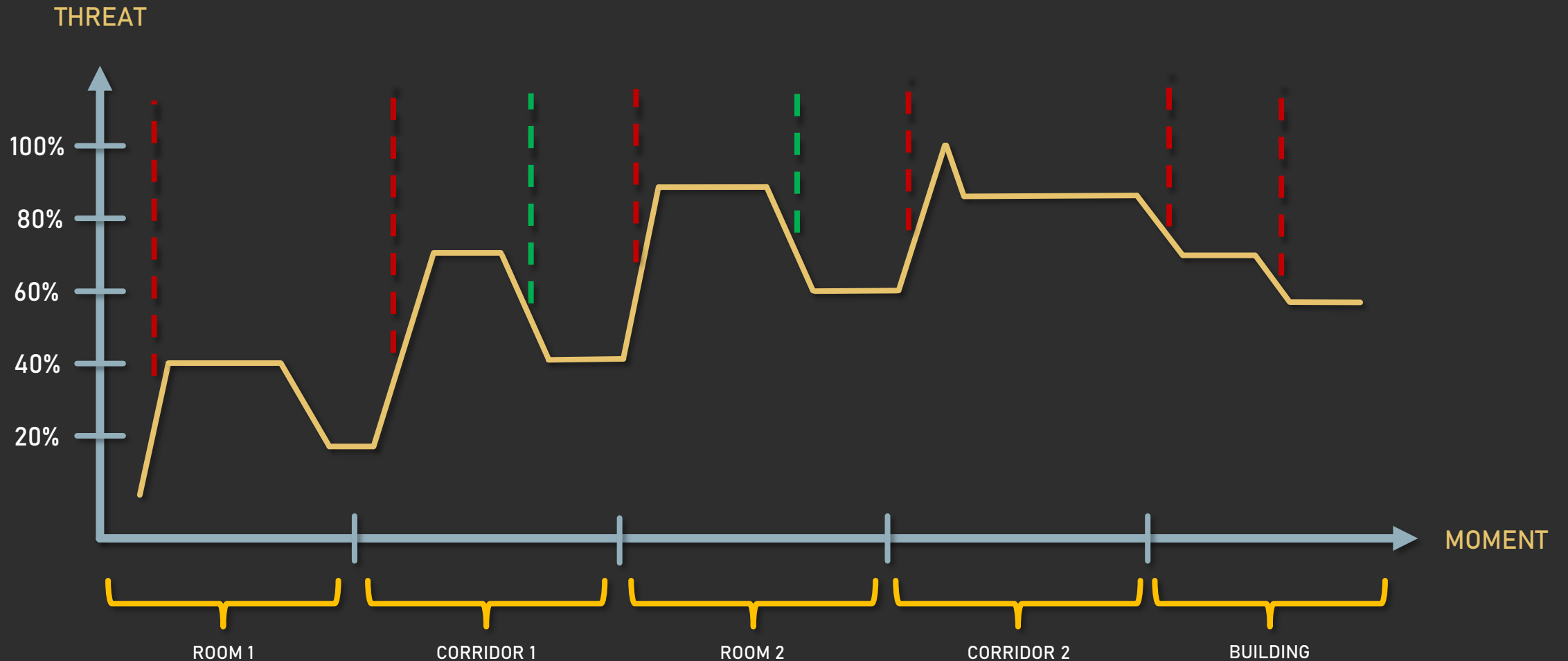


# CONCLUSION

## 1. THREAT CURVE

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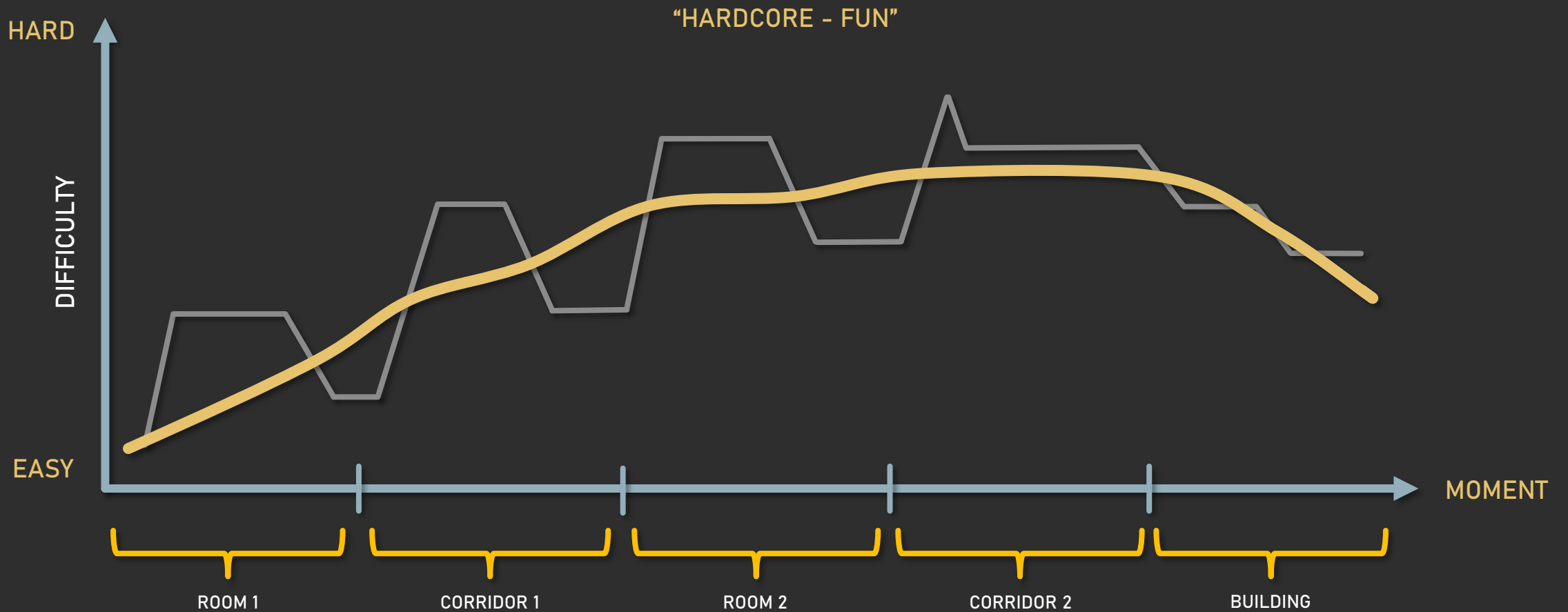
COMBAT  
PATH DECISION



# CONCLUSION

## 2. DIFFICULTY CURVE

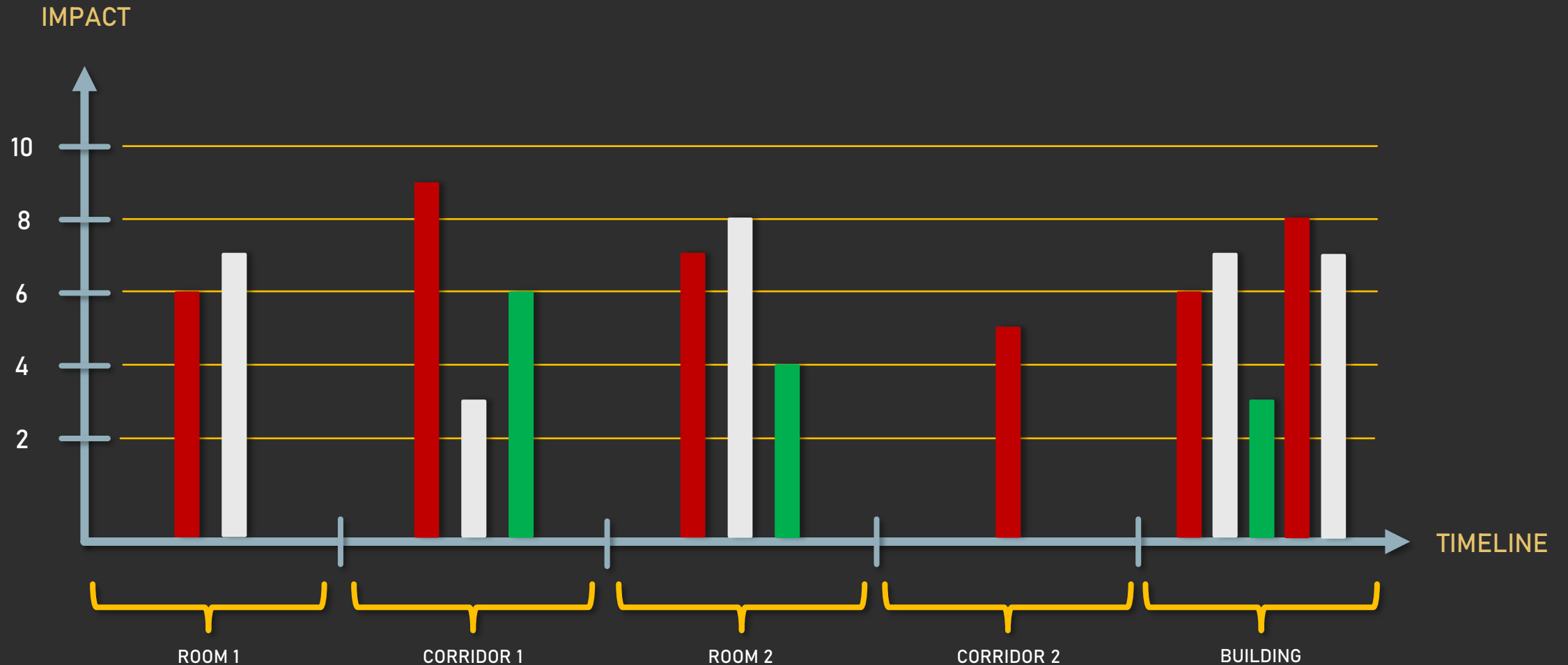
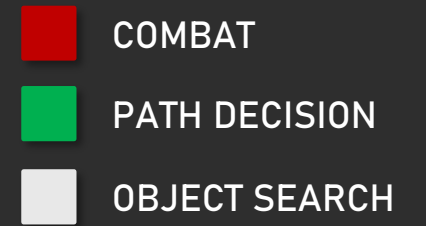
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# CONCLUSION

## 3. EVENT DIAGRAM

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# THANKS!

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-  (@SEGA) 



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